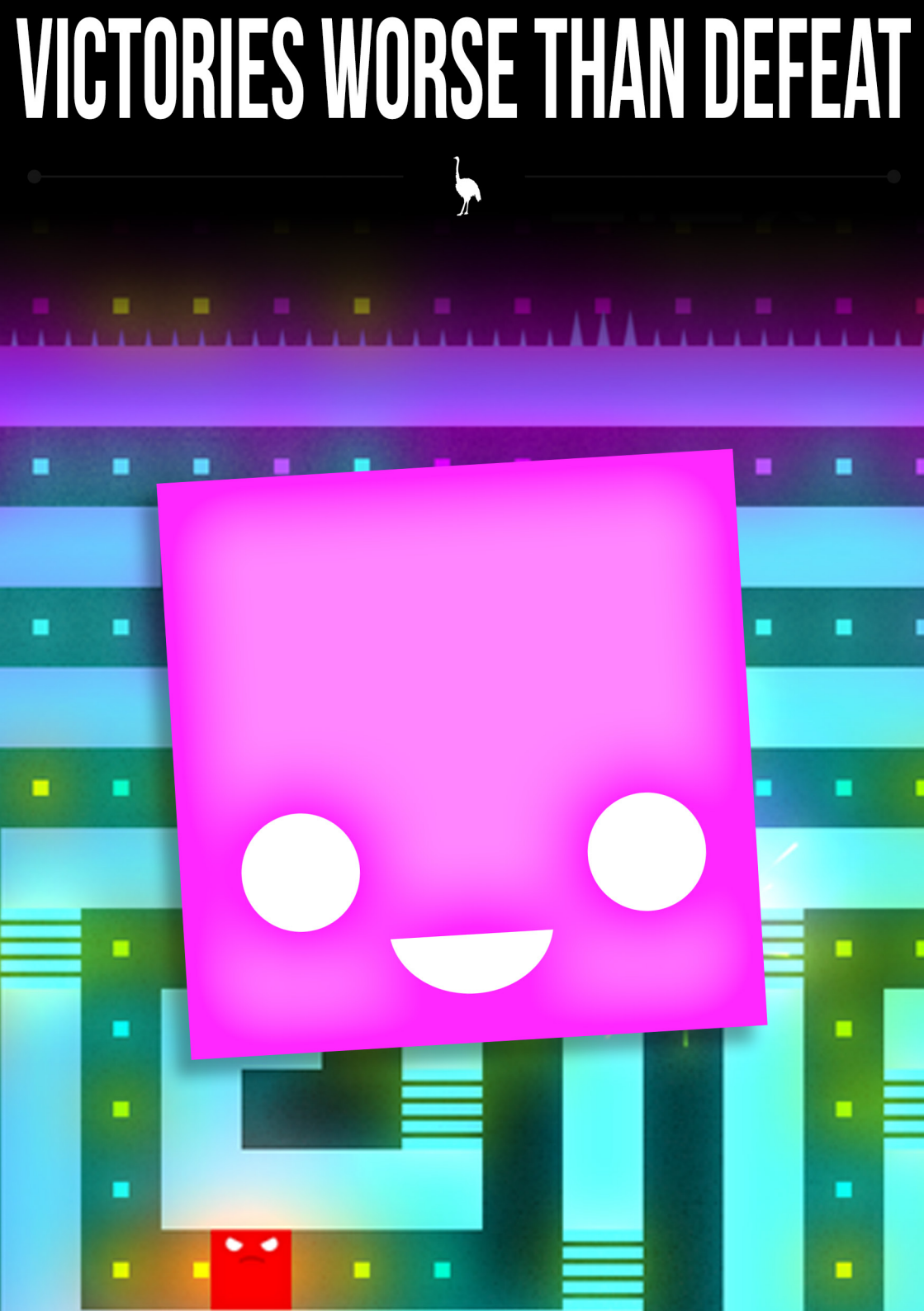
VICTORIES WORSE THAN DEFEAT



Hello everyone and welcome back to Victories Worse Than Defeat. I am completely overwhelmed about all the nice things people told me about this project. Everyone seem to love it and that is of course very cool. This time around I have made the zine a little bit longer. Not by much, only a few pages, but it still is longer. There's many interesting games in the pipeline so I made sure to pick four awesome titles to show off in the upcoming section, and I have reviewed four incredible games that I'm sure will have most of you hooked for a long time. Things are pretty much the same when it comes to the actual content included in Victories Worse Than Defeat - we have some news, the game section (upcoming and reviews), a few thoughts about this and that, a top 10, some feedback and a bunch of cool screenshots and what not. I do like to play around with the layout to make it feel like one of those old video game magazines that I grew up with. And speaking of layout, this time around I tried a few different ways - where I amongst other things had text going over the middle part of the zine. This makes the text unreadable if you read it one A5 at a time in a basic PDF reader I suppose, but I'm sure most of you read through Issuu where you can flip the pages and all that. That's the way it was meant to be read anyway so... But if you feel this is a problem - tell me! I'll listen to every last one of you that get in touch and take your concerns/ideas very serious. Well, at least as serious as I feel is needed. ;)

I also watched my very first stream session of playouya, where I got a chance to chat with new OUYA people outside of the forum sphere - which was cool. I'll make sure to catch the next stream as well. My username on Twitch is "4vvgk9ed9xjlsmbl2bnj" because everything else is taken there.

See you!

01. FRONT COVER
02. INTRO
03. TABLE OF CONTENT
04. NEWS
06. UPCOMING GAMES
...Super Renegade Response
...Master of the Seven Teas
...Catlateral Damage
...Guardians of Arcadia
14. REVIEWS
...EVAC
...Duck Game
...DoomGLES
...Thunder Desert GP
22. MODS
...The NES case mystery
24. MISC
...The controller revisited
...Win Duck Game
28. TOP 10
...Tricky jumping
29. FEEDBACK
30. BACK COVER

OUY

E3 is over and what an awesome time it was. I wasn't attending in person but I watched several streams and followed the progress and news with great interest. OUYA was indeed there as I wrote about in the last issue, and Julie Uhrman was there to talk a bit about the present and future about our console and community. She said that the team at OUYA is focusing on a "family-like atmosphere" with great support for developers. This alone is something I love beyond belief and I am so happy she makes this a clear point.

The largest part of the staff is still aimed at engineering/technology but the second largest part of the staff is completely dedicated to developer support. There's assistance to be had in 12 third-party game making technologies and if you check out their YouTube channel there's several helpful and interesting webcam talks with developers and awesome people.

The numbers

And then we come to the numbers. It is stated that we have 825 games and a community of 36,000 developers. Julie Uhrman adds that almost 1,000 developers sign up every month. This have been subject for discussion amongst people, where some claim that this is absurd numbers that doesn't reflect the truth or the actual progress at all. And I am one of those that oppose this opinion. I think it's very important to not just measure success in hard cash and proper products. I have said it before and I'll say it again; creativity is key.

Nay-sayers may be right when they say that 36,000 developers isn't going to make a great game. Or even a game at all. They may also be right when they say that many of the 800+ games in Discover right now are more or less pretty bad. But that's not important here. The important part is that there actually is 36,000 people expressing interest, a will to create something. And OUYA provides an open platform for people of all skill levels to get a fair chance.

Experience

There's no elitism, no profit quota, no expectations, unrealistic contracts or pressure. There's just people and their aspiring game making dreams. Instead of telling them that they

A <3 DEVELOPERS

make crappy games we encourage them to go further, to develop skills together - in the forums and with the OUYA team. I would argue that the OUYA platform isn't a platform where experience is required - it's where experience is *gained*. Developers learn from eachother and even the ones without any developing plans encourage the ones that do with helpful tips, constructive critisism and support.

"We've seen the average value per game almost double since we launched," Uhrman said. "The average user is downloading twice as many games as they did initially. Engagement is incredibly strong and continues to grow month over month. As we continue to add more users to the pipe, we're still holding onto them longer. So we're actually pretty thrilled."

This is pretty much exactly what I wanted to hear. This together with the plans of *OUYA Everywhere* is in line with what I expected of this "revolution" when I backed OUYA on Kickstarter.

I distinctly remember Julie underlining how unimportant the console itself was. She said something along the lines of "it's basically a phone cut in half" during an interview of some sorts (I'm sorry but I can't remember which one it was right now). And still many "non-believers" (I use this term playfully, so take no offence if you are one) still focuses on "console sales, stock shares, money, profit, going to the bank, are Microsoft and Sony shitting their pants over this yet?!". It's like they can't understand the concept of something with another view on the industry.

And then there's the argument that *Towerfall* went on to other platforms and how this is somehow a failure on OUYA's part. Keeping the game locked away on the OUYA platform isn't anyones goal. Julie said it best;

"We help them refine their game, find their audience and community, and then they can continue to grow with that community to other platforms. It's a gigantic win."

Everything from the gameplay and visuals down to the small details in Super Renegade Response screams of the 80s. It's time to put on your sunglasses and go out to bust som ass.

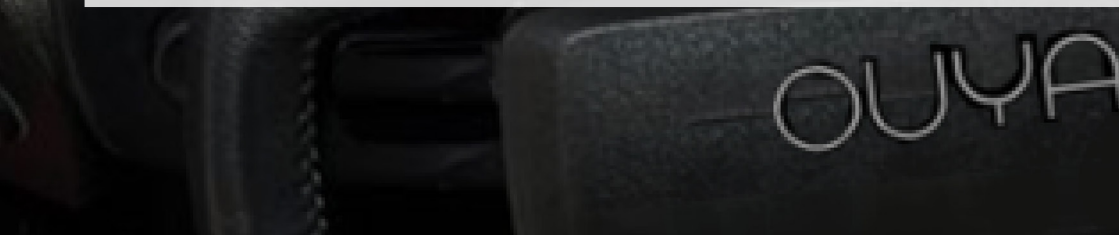
Addictive arcade action

Super Renegade Response is a top down arcade style racing game straight out of the old school era of dodging, shooting and time extend hunting. Make it through as fast as possible and defeat a boss at the end of each level. A simple, yet effective, recipe that begs me to try again and again. Just one more go. Okay just *one* more.

Judging from the screenshots rosse119 has provided in his thread on the forums, the development has been interesting and going in the right direction where everything seems to look nicer every time there's any news. Shadows being added, more depth in th visuals, a nice controls screen, some extra features and so forth.

Minor complaints

While this really seems like a beautifully crafted piece of nostalgia - I do however have some issues with it. The car seem to have an unnecessarily large hitbox where as I explode even when it feels like I should have made it - and the very slow movement left and right drives me insane sometimes. The sounds can also be a bit more leveled out, be cause some explosions and effects seem so loud compared to everything else. But that's it. Easy fixes. I believe many old school gamers out there will have an absolute blast with Super Renegade Response when it finally hits Discover full force.



DE
SE

Edit: Just before this zine went live I recieved an update of the game in a PM from rosse119 that, to my great joy, fixed the enormous hitbox issue. It's now much easier to dodge other cars. Well, half of them are oncoming and changes lanes way too much so it's still almost impossible to avoid frequent crashes, but I know feel that I have a fighting chance!

I beat the three levels included in this later version without any problems and that gave me a chance to actually listen to the music in the third level. It has this *really* annoying soundtrack on repeat that drove both me and my girlfriend crazy after just a couple of minutes. I hope that track is either a work in progress or changed in the sharp version.

Master of the Seven Teas

Several of us on the forums were promoting Master of the Seven Teas during its Kickstarter campaign. As for me - I promoted it, but never got around to actually back it. Which makes me feel a bit like an ass, but they did make it and I will absolutely buy it once it comes out. I mean just look at it. It's a battle in a tea cup with mini ships and lots of funny pickups (the spoon beeing one of my favorites from what I have seen so far).

It's so charming I might have to lay down for a bit. This *can not* come out soon enough.

Player One
Kills:19
Player One
Loot: 105
Player Two
Loot: 5
Player Three
Loot: 0
Player Four
Loot: 0
Player One
Kills:17
Player Two
Kills:31

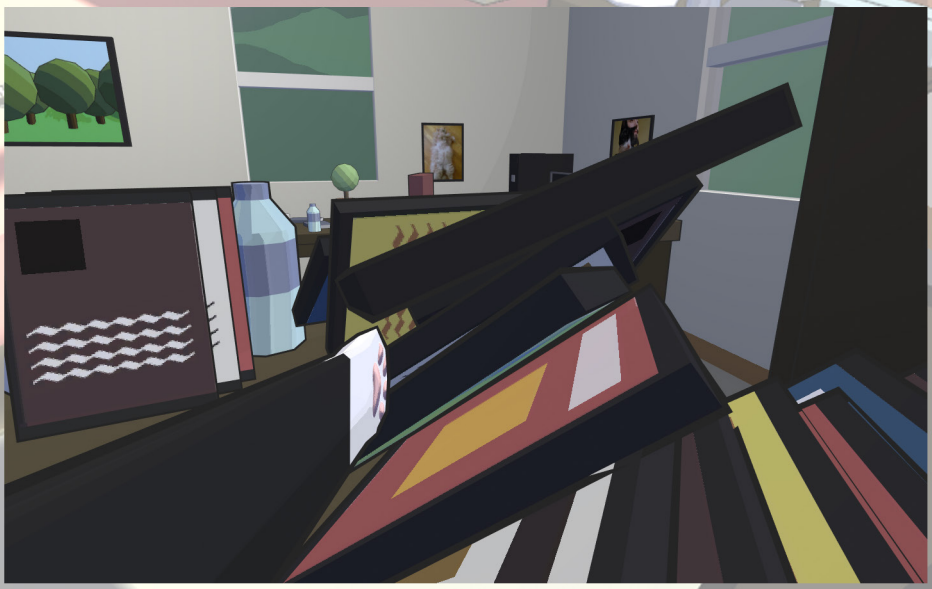
CATLATERAL

Catlateral Damage is yet another one of my most anticipated upcoming games for the OUYA. It's a FPC (first person cat) where the goal is to, excuse my language, fuck shit up. The color scheme is very lovely, I'm a big fan of slightly washed out colors these days, and the overall graphics reminds me of games like *The Novelist*, *That Dragon, Cancer* and *Shelter*. If any of these games are new to you I can't stress enough the importance of you checking them out. Just give them a minute, watch a trailer on YouTube, and marvel at my taste.

Anyway, we're talking about Catlateral Damage. It's up on Kickstarter right now so browse over there and become a backer if you like what you see. The minimum pledge that will generate a DRM-free copy of the game is $10.

DAMAGE

KICKSTARTER



GUARDIANS OF ARCADIA

ガーディアンズ・オブ・アーケイディーアー

COMING SOON

OUYA

I am looking forward to this game because of what the developer brought forward as their ma
copy-paste it straight off of the site:

Nostalgia: Guardians of Arcardia will deliver you a best nostalgic experience ever!
Gameplay: Play with five unique characters that use a variety of weapons, magic and abilities
strategic battle system.
Freedom: Fully explorable world! With the first time in years, you have access to a world map
veicules to explore it. The sky is your limit!
Accessible: Explore the beautiful fantasy world of Arcadia with Low hardware requirements. A
controls, just like the old days.

ain points. I'll

and a very

and unique

lso simple

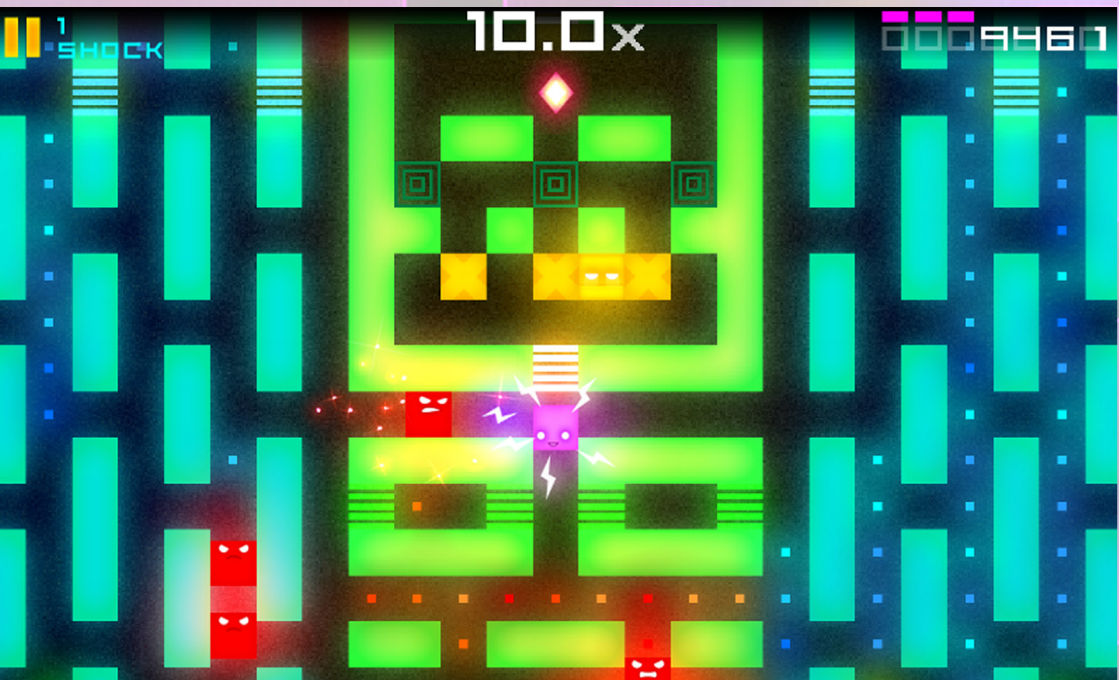
Title: EVAC
Developer: Hexage
Price: $1.99
Size: 24.87 MB
Version: 2.4.0

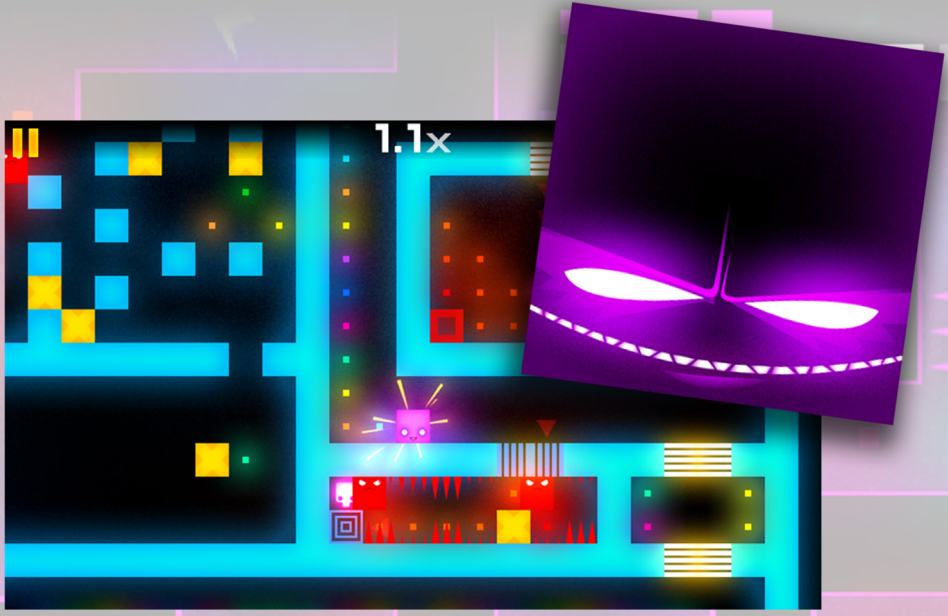
Here's one of those criminally underrated games in the OUYA library. *EVAC* is developed by the same people that also brought *Reaper* and *Radiant* to the console and might even be one of my all time favorites when it comes to maze
running. Let's take a closer look.

All the colors
You start off as a pink little square in a mysterious room with lots of dots laying everywhere. Suddenly a yellow square starts to talk to you and tell you that it is stuck, but that you still can escape. Just grab all the colors (meaning the dots) and the exit will open. When you are collecting the colors a purple, angry looking, square says things like "oh, so you are stealing my colors?". No time to argue, just grab it all and go to the exit. Your strange journey has begun.

In the next room the next game mechanic is introduced and explained through clever, and entertaining, conversations and before you know it you're running like a ninja though mazes, collecting colors, solving puzzles, avoiding enemies and feeling pretty good about yourself.

No Pac-Man clone
It's a gratifying game to play with all these neon collors, fun conversations, tricky puzzles you feel proud about solving and things like that. It certainly is no plain Pac-Man clone





like I guess you could suspect from looking at screenshots, but it has way more depth, a story - complete with a nice twist - lots of different things to do and interact with and react to. Sometimes it's best to run like a crazy square on fire, sometimes it's best to stay put, silent, waiting... For the right moment...

And all the way through this purple angry square is whining about how you are breaking free. Serves him right for capturing you in the first place, right? Right? After some time you start to doubt yourself. Is this really the best way? Is it even the *only* way? The more levels you put behind you the more apparent it becomes that maybe, just maybe... The purple square aren't the one to blame for this. At least it maybe doesn't deserve to be completely robbed and left alone.

Not an easy task

While it may look like a quick fix, it is rather difficult at times. Both in the arcade sense and how the puzzles are laid out. Some levels will have you scratching your head and some will test your reactions and your timing to the very limit. If you want to beat EVAC and find your way out of every maze alive then you better step up your game.

Together with *Reaper* this really shows that Hexage are able to make games that plays good and not just looks good. Some games out there are just pretty to look at but horrible to play, which is not the case when it comes to Hexage. If you haven't given this game a go before, I *urge* you to do so now. You won't regret it.

Title: Duck Game
Developer: Landon Podbielski
Price: $9.99
Size: 64.62 MB
Version: 1.04

Fan of frantic multiplayer mayhem are you? Lusting for some adrenaline filled action with feathers flying everywhere are we? Well look no further my friends. *Duck Game* is the game thou seekest.

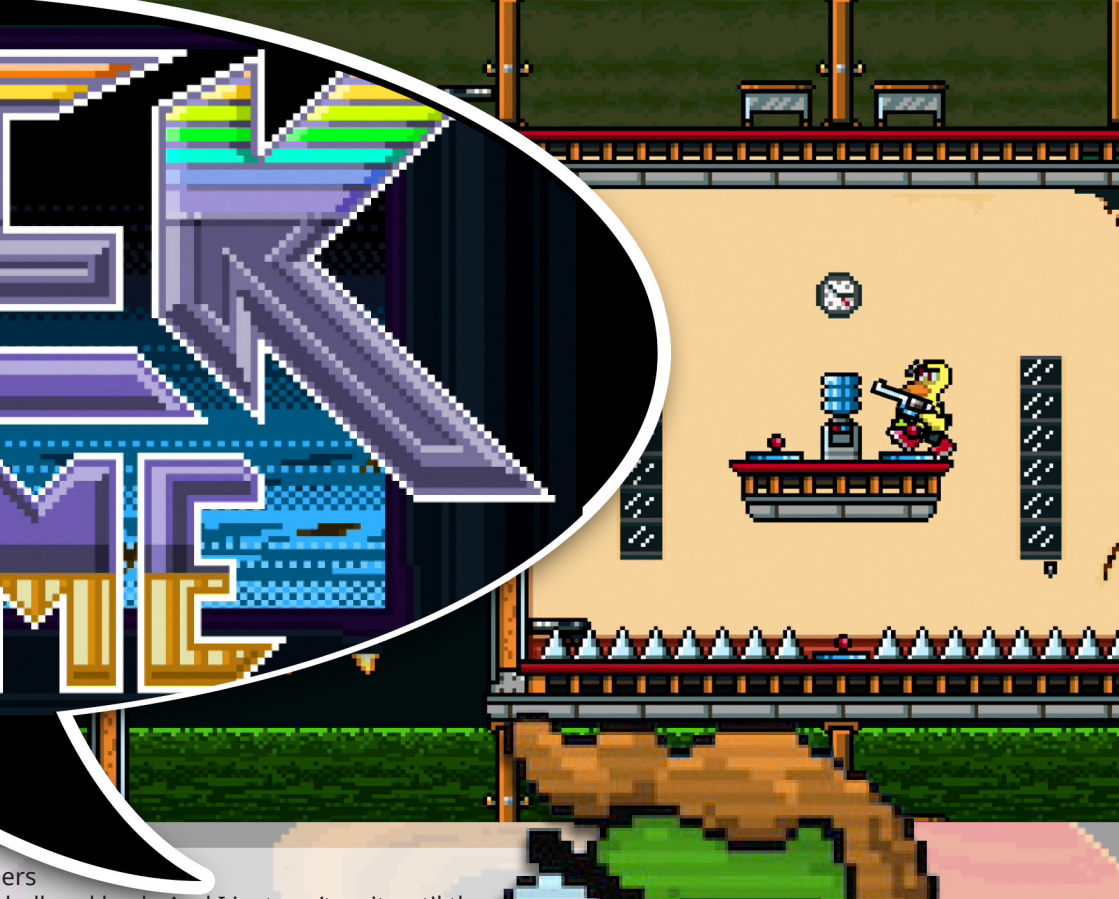
Funny hats
From the very intro scenes to the last credit *Duck Game* is a game that feels taken care of. Everything is buttery smooth, crystal crisp graphics, perfect controls, a whole lot of humor, achievements and stats in personal profiles, many weapons to choose from and of course funny hats to wear. *Duck Game* is one of those.., Well, I like to call them arena-platformers, since it is basically a platformer where the players get a small space to jump around and kill each other on. Many of you are surely familiar with another OUYA classic in the same genre called *Towerfall*. I wasn't actually all that turned on by *Towerfall* when I tried it, even though we were four friends in one sofa, so I was hesitating on whether or not I should buy *Duck Game*. Then came the great news; *Duck Game* now have a demo. It's free to try! I jumped right in and minutes later I purchased it. Why? Because of the reasons mentioned in the beginning of this review. And also because of the pacing.

Full speed ahead
What I like to do is to drink a little bit too much coffee and then challenge my girlfriend in a deathmatch. We scream and we laugh and before we know it we have spent a good hour or so blowing

each oth
ducks to
next mat

Level ed
When yo
comes w
head on
right. Th
level edit
understa
editor wi
use. I kn
for. Exce
multiplay

If *Duck G*
incorpor
could do
levels an
the world
a comple
be a 10/1



ers
hell and back. And I just can't wait until the
tch.

itor
u grow tired of the levels that
ith the game then you'll probably
over to the level editor. That's
is beautiful murderfest has a
tor. And not the messy, hard to
and kind mind you. It's a very simple
th a clean structure and logical tools to
ow. It's pretty much all you could ever ask
pt for one thing. There's no online
yer.

ame just takes the step to
ate online play where gamers
wnload eachothers custom
d challenge friends all around
d then *Duck Game* would be
ete package. Then it would
10 as far as I'm concerned.

Title: DoomGLES
Developer: Michael Ryssen
Price: $3.99
Size:
Version: 1.1.02

Welcome to OUYA's DOOM! A few months ago people were asking for Doom ports on the OUYA. The voices have seemed to disappear, but the message was recieved. Enter DoomGLES. Included in the package is *Freedoom (+ Wonderful Doom)*, *Freedoom 2 (+ Requiem)* and the shareware version of *Doom*. We then have the option to put in our WAD-files from the official games, if we have them, into certain folders and be able to play all Doom goodness in the same application.

This is how you get your bought Doom-games to work with DoomGLES:

1. Copy the games' WAD-files that you probably already have on your computer

2. Put them in this folder: Kokak/DoomGLES/ (this folder is placed in root either on your Ouya or on your USB stick)

3. Download the extra files from the Kokak site (they are in the FAQ)

4. Put them in the same folder as your WAD's

5. That's it. Run the game and all games should be selectable from the main menu!

There are many cool tweaks with this release but higher resolution, dynamic lighting, particle effects, 3D models and realistic water are among the ones I really want to underline here. It really does all the difference to have these things activated. The water slows things down sometimes but not to an unplayable state. If new fancy stuff isn't your bag and you'd much prefer the good old vanilla experience that is also possible. You get to switch whatever enhancement you want on and off before launching a game.

Doom is Doom
There's no real point in me reviewing these ultra classics that everyone on this planet already know about - so I'll focus on the Freedoom-series that is included which I believe is more unknown for most of us. I know I for one had no idea what it was before buying DoomGLES. Freedoom 1 and 2 concists of a handful of episodes with plenty of missions each, and

while some are similar to the original Doom missions they all pose a challenge. Expect a lot of shooting, searching for keys, navigating labyrinths and secrets secrets secrets. The dynamic lighting together with 3D models (and pickups) and even reflective water makes the game feel almost new again, like I said, it really makes a true difference. It's obvious that the levels were made with love and care, they must have had a lot of fun creating them, and I had to take out my map several times during my sessions to find my way to the exits.

It's wonderful to finally see Doom on OUYA, and what an entrance it did. A lot of free, but still meaty and long, campaigns with all new levels and lots of gore plus the ability to put in all our original Doom games (which will get the enhancements as well if you want), remappable controls, network multiplayer... It's just great. Totally worth its asking price of four bucks.

THUNDER DESERT GP

Title: Thunder Desert GP
Developer: Foppygames
Price: Free
Size: 16.56 MB
Version: 0.2

I have tried to play this kind of game before, and what I've learnt from that is that I am very, *very*, picky. I don't like racing games as a general rule of thumb - but once in a while I find a game that hits the spot just right. *Dirt 2* did it. *OutRun* did it. And *Thunder Desert GP* does it. This game is actually very similar to *OutRun*. You have a road and you have a vehicle. You drive and drive and drive. And it just feels good! I'm not particularly eager to reach the goal (to win the gold cup on either of the two tracks you have to reach lap ten before the timer runs out), it's the driving in itself that feels good. Just like *OutRun*. I play this just to "go for a drive" so to speak.

Smooth and fast
It also helps that the framerate is very smooth (and high from what I can see) and the sense of speed is great. When I'm pushing 300 km/h it really feels like every little distraction could be lethal. The engine sound doesn't get irritating, the difficulty is fairly high but very fair, the controls are super tight with two control schemes available to choose from. The only thing I could possibly wish for more in a game like this is a couple of more tracks. Maybe a bit of night- and sunset scenery and some changes in height. Oh well, to sum this all up then; it's the best racing game on OUYA. It really is.

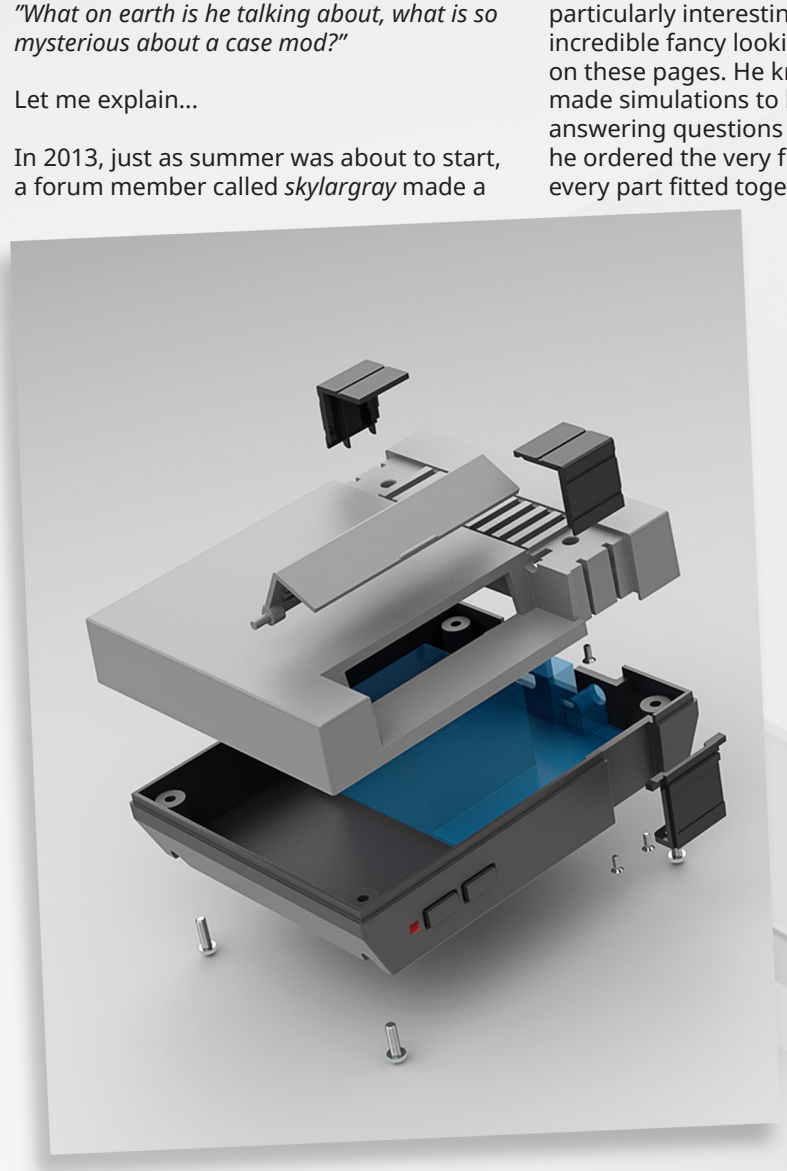
Note: This is not in-game graphics. I know, I know, it could just as well have been, but no. It's not. In fact, it's not even from the game. I just thought it would add to the feeling. I'm sorry. Or am I?

THE NES CASE MYSTERY

"What on earth is he talking about, what is so mysterious about a case mod?"

Let me explain...

In 2013, just as summer was about to start, a forum member called *skylargray* made a particularly interesting case mod post on the foru incredible fancy looking, as evident from the pict on these pages. He knew very well what he was d made simulations to keep track at heat. He stuck answering questions during the summer and by he ordered the very first prototype. It looked very every part fitted together nicely, even OUYA's nat sat neatly in its place arou People started to express than before, how much th buy a case from him - the a buzz around his thread went quiet.



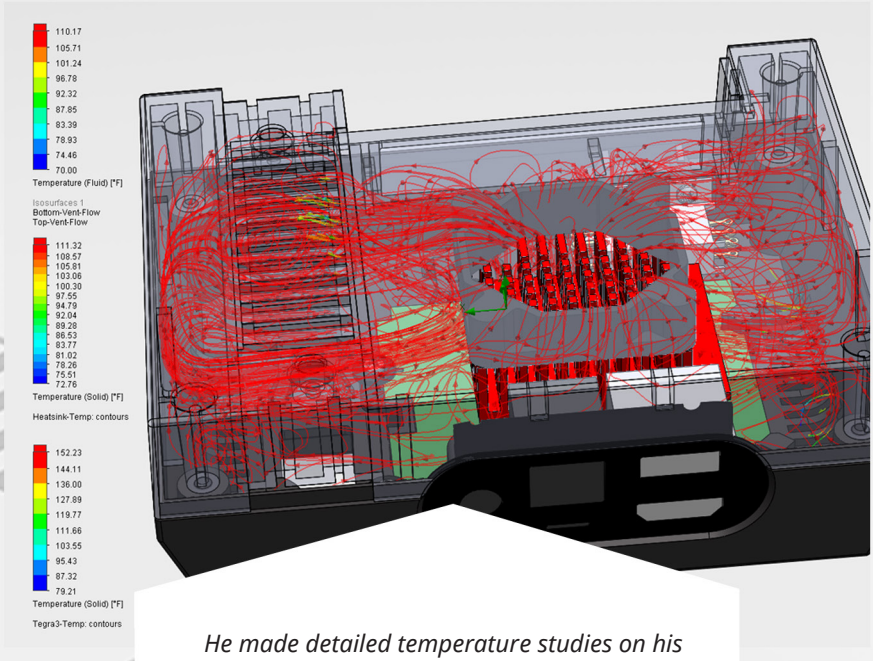
He hasn't logged into the december 2013. No expla "the project is dead"... No thing that makes this so i for me is that this was cle serious level. This wasn't project that was started a away on an afternoon. Th ned out, professional wo - with an exceptionally br And then for some unkno he just dropped it like a h never came back.

I can't help but wonder w have been, dead skylargr hopes for you, my silent f you are doing okay where have gone and that you k awesome.

ums. It was
ures provided
doing, he even
around, kept
the end of it
y promising,
tive I/O-plate
und back.
s, even more
hey wanted to
ere was really
and... then he

e forum since
anation, no
othing. The
mysterious
early on a very
just a quick
and thrown
his was plan-
rk going on
right outlook.
own reason
hot potato and

what could
ray. I had such
friend. I hope
ever you may
keep beeing



He made detailed temperature studies on his sollution before realizing his plans.

He rendered one of the mockups in the same color scheme as the classic The Legend of Zelda-cartridge. We all drooled.

THE CONTROLLER REVISITED

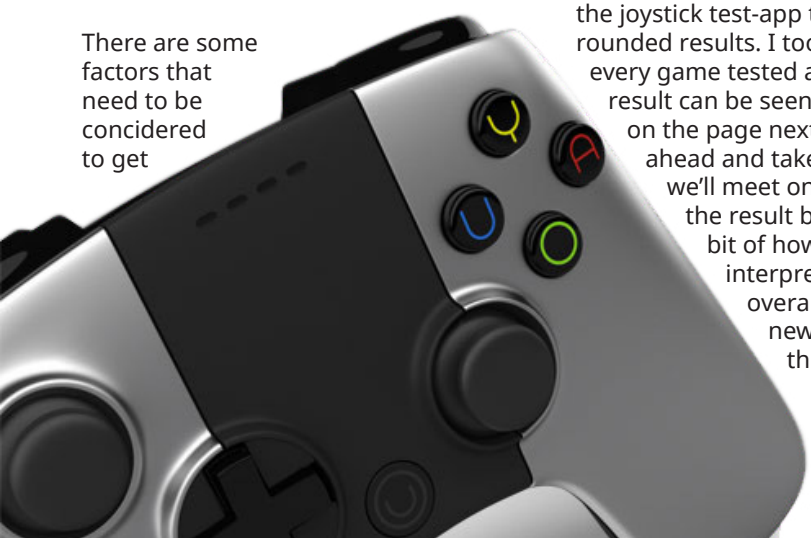
After reading the last issue of *Victories Worse Than Defeat* the guys over at OUYA thought they would help me out in getting a better experience with the official controller, by simply sending over the newest version (1.4) to me. I was delighted to hear this since I've been meaning to get a fourth controller (I have one Kickstarter controller and two later ones) but money is as usual a problem so I had to hold off. Now I got a chance to try out the latest controller free of charge - happy days!

Since I am a fan of thorough testing and fair reviews I wanted to spend a day or two with the controller before writing anything - and then when I felt ready to do so I would make it as detailed and proper as possible. So, here is the result. A three page review of the newest iteration of the official OUYA controller.

There are some factors that need to be concidered to get a full understanding of the performance - such as the environment I carried out the testing in, what sort of software I used and also the differences between the old and the new controller.

The environment was what I would like to say optimal. I sat seven feet away from the console, I used the fresh Duracell batteries included in the package, there was clear sight between the console and the controller and I made sure not to have any fingers on the top shiny area where the signals supposedly go out. My OUYA console is of course updated with the latest firmware and I made sure that bluetooth connectivity was prioritized over wifi (which I have to use from now on since the ethernet port is coming loose).

I decided to test both official games, sideloaded games, emulators and run the joystick test-app to get some well rounded results. I took notes during every game tested and the whole test result can be seen in its original form on the page next to this one. Go ahead and take a look and then we'll meet on the other side of the result board to talk a little bit of how this should be interpreted - and what my overall opinion of the newest controller is at this point.



RESULTS

Raiden Legacy

Better response but still dropping from time to time.

Homeland Strike Force

It really feels like the aiming and overall response in the controls are better!

Black Hole

Worse. Losing connection frequently.

Super Pixalo

Better! Faster response and almost no connection drop.

Neon Shadow

MUCH worse! I'm starting to suspect the now present delay isn't even related to the controller but some sort of update for the game.

Goblin Quest: Escape!

Worse. The goblin walks several steps after I have let go of the stick.

Whispering Willows

Great! Worked perfectly 100% of the time.

BombSquad

Almost no control at all. All movements are delayed a full second or more.

The Conduit HD

The right stick doesn't work with this at all. This is a sideloaded game though, so that maybe explains that.

SNES9x EX+

About the same. It feels great, but when compared to the real thing, or even with an Xbox 360 controller, it's clear that there is a slight delay. Obvious in tight games where controls really matter.

Killing Floor: Calamity

Much better! It works just about flawless.

DoomGLES

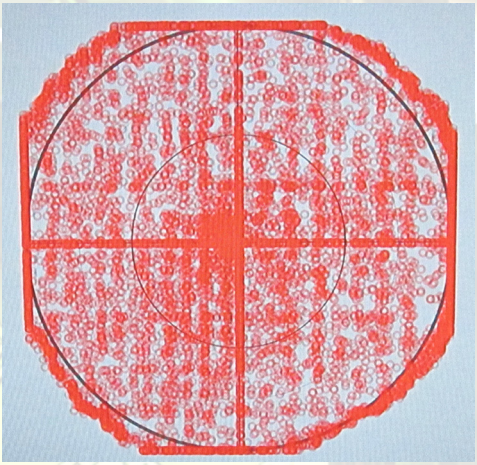
Maybe a bit worse. But instead of losing connectivity for full seconds it's now filled with many micro hiccups.

Thunder Desert GP

Perfect. Both sticks works without any problems at all. Ultra tight with just the right amount of deadzone to not feel fidgety.

Slashers: The Power Battle

It works great here as well. Combos work everytime with both stick and D-pad.



Here is the results from the Joystick test.

As we can see it has no dead zones or anything else that would distort the input. It's a huge improvement from earlier results that has been posted before.

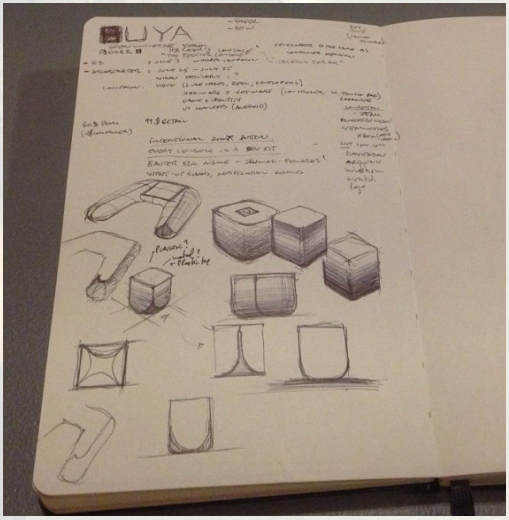
So, what does this tell us? I have come to a few conclusions and while I will go through them one at a time here I can tell you right of the bat that the new controller indeed shows great improvements. It's not quite there yet, though. As will be evident.

Is the input delay fixed?
Yes. Well, some games still have pretty severe input delay, but since it works with other games that leads me to believe the problem is with the games themselves instead of with the controller.

Are the squeaky triggers fixed?
Yes. They are quiet as two... two... quiet triggers. Again, with just the right amount of travel distance and general feel to them that I really appreciate.

Does it lose connectivity with the console rendering games unplayable?
Sometimes, but not as frequent. It really feels like there has been improvements made to the signal somehow, but at the same time it's not completely fixed.
I would actually say that the connectivity still is "problematic", since I experienced some serious lag/delay/connectivity loss even under perfect conditions (the whole "no more than seven feet from the console, clear sight, holding properly"). While it did alright in most games it's not reliable enough for me to start a serious score run in a shoot 'em up where I need pixel perfect controls at all times to perform satisfactory.

Summary
Things are indeed going in the right direction. Just as with the general OUYA experience, things are going from clarity to clarity. I'm very optimistic regarding a follow-up (I guess we're not *that* far from something resembling an OUYA 2?) and I fully believe that we are absolutely going to get there.



WANT TO WIN DUCK GAME?

All you have to do to enter the contest which gives you a chance to win a free redeem code for Duck Game, reviewed earlier in this zine, is to upgrade to supporter (if you haven't already) and post something nice about Landon and/or his game. That's it.

The thread is on OUYAForum.com and the contest are being held by super moderator Killswitch. There is a quota that has to be met though. No less than ten supporters has to be participating for the contest to be valid. If criterias aren't met at the time the contest ends it will repeat with new entries.

When you are upgraded to supporter you are free to enter as many supporter exclusive contests as you want, so it's a very small price to pay. By showing your support you get so much back it's crazy.

TOP 10: TRICKY JUMPING

(on OUYA)

10. Pix'n' Love Rush

9. Shuttle Rush

8. Shadow Blade

7. SHAARK!

6. Alex the Alien

5. Super Pixalo

4. Antichromatic

3. Fenix Box

2. Cube 4 Creature

1. Jack 'n Jill

FEEDBACK

”I also liked how you added your own constructive criticism within its pages to make it more of a realistic perspective than some overly pleased brown nosing person that I see sometimes in other forms of media.”
/RiotingSpectre

This is something I strive to achieve! Honesty without being seen as either a wuss or a brown nose.

”With the top lists, I would like to see a small sentence / reason WHY it landed in the list.”
/Rhelik

Good idea! I don’t feel like going into depth on each and every entry in a quick top 10, but a small sentence wouldn’t be too much to ask of me. I’ll add reasons starting with the next issue.

” Very interesting, but the articles are a bit short. Also, gonna need some interviews and reviews to get me hooked.”
/theweirdn8

The articles are kept short on purpose but all this attention has inspired me to think about longer pieces! Interviews will probably not happen, reviews are already happening.

”It’s really cool - but could you host the PDF somewhere else? When I downloaded it on my Android tablet, another tab was opened where it tried to download and install some .apk.”
/zeha

I had no idea that was happening, I will absolutely find another host. Thanks for the heads up!

I have actually gotten much, much, more feedback, but it’s all praising and kind things that’s just for me - no point in rubbing your nose in how well this fanzine has been recieved within the community. I do however want to say that all these comments are like fuel for me. It makes me so happy and inspired to continue so make pretty things happen. If you want to give me more constructive feedback, get in touch to talk review apk’s or just say hello then please do so! I’m all ears. I am pretty comfortable with not having my contact information displayed in the fanzine so to get a hold of me just pop in to OUYAForum.com and shoot me a PM (I’m Starfighter) or post in the *Victories Worse Than Defeat*-thread. See you!